

CLAIMS

The invention is claimed as follows:

- 5 1. A method of operating a poker game, said method comprising:
 (a) receiving an initial wager from a player;
 (b) dealing a hand to a player including a first plurality of cards from a
deck of cards;

 (c) dealing a second plurality of cards to the player from the deck of
10 cards, said cards dealt face-down to the player;

 (d) enabling the player to end the poker game or purchase one of the
second plurality of cards to add to the hand for an additional wager, and if the
player purchases one of the second plurality of cards to add to the hand,
adding one of the cards from the second plurality of cards to the hand; and

15 (f) repeating step (d) until the player ends the poker game or until there
are no remaining cards in the second plurality of cards for the player to
purchase, and upon either event evaluating the cards in the hand including all
of the purchased second plurality of cards and providing an award to the player
if the hand includes a winning combination of cards.

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 2. The method of Claim 1, wherein step (b) includes dealing at least
one of the first plurality of cards in the hand face-up to the player.

 3. The method of Claim 2, wherein step (d) includes displaying the
25 added one of the cards face-up to the player if the player purchases one of the
second plurality of cards to add to the hand.

 4. The method of Claim 1, wherein step (b) includes dealing a
plurality of the first plurality of cards in the hand face-up to the player.

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 5. The method of Claim 4, wherein step (d) includes displaying the
added one of the cards face-up to the player if the player purchases one of the
second plurality of cards to add to the hand.

6. The method of Claim 1, wherein step (b) includes dealing all of the first plurality of cards in the hand face-up to the player.

7. The method of Claim 6, wherein step (d) includes displaying the added one of the cards face-up to the player if the player purchases one of the second plurality of cards to add to the hand.

8. The method of Claim 1, wherein step (d) includes enabling the player to select which of the second plurality of cards to add to the hand if the player purchases one of the second plurality of cards to add to the hand.

9. The method of Claim 1, wherein the first plurality of cards and the second plurality of cards each include a same number of the cards.

10. The method of Claim 1, wherein the additional wager for each sequential purchase of one of the cards in the second plurality of cards is greater than the additional wager for the previous purchase of one of the cards in the second plurality of cards.

11. The method of Claim 1, wherein the additional wager for each sequential purchase of one of the cards in the second plurality of cards is equal to a total amount wagered in the poker game prior to said purchase.

12. The method of Claim 1, wherein the additional wager for each sequential purchase of one of the cards in the second plurality of cards is equal to 2^n times the initial wager, wherein $n = 0$ for a first one of the purchased cards and increases by one for each additional purchased card.

13. The method of Claim 1, wherein the deck of cards includes a standard deck of 52 cards and the winning combination of cards include at least one of the results selected from the group consisting of: a pair of aces, two pairs, three-of-a-kind, a straight, a flush, a full house, four-of-a-kind, a straight flush and a royal flush.

14. The method of Claim 1, which is operated via a data network.

15. The method of Claim 14, wherein the data network is an internet.

5 16. The method of Claim 1, wherein the cards are virtual and are displayed by a display device of a gaming machine.

17. A memory device which stores computer instructions for implementing steps (a) to (e) of the method of Claim 1.

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18. A method of operating a poker game, said method comprising:

(a) receiving an initial wager from a player;

(b) dealing a hand to a player including a first plurality of cards from a deck of cards;

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(c) enabling the player to end the poker game or purchase one of a second plurality of cards to add to the hand for an additional wager, wherein the number of second plurality of cards is predetermined, and if the player purchases one of the second plurality of cards to add to the hand, adding one of the cards from the second plurality of cards to the hand; and

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(d) repeating step (c) until the player ends the poker game or until there are no remaining cards in the second plurality of cards for the player to purchase, and upon either event evaluating the cards in the hand including all of the purchased second plurality of cards and providing an award to the player if the hand includes a winning combination of cards.

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19. The method of Claim 18, wherein step (b) includes dealing at least one of the first plurality of cards in the hand face-up to the player.

20. The method of Claim 19, wherein step (c) includes displaying the added one of the cards face-up to the player if the player purchases one of the second plurality of cards to add to the hand.

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21. The method of Claim 18, wherein step (b) includes dealing a plurality of the first plurality of cards in the hand face-up to the player.

22. The method of Claim 21, wherein step (c) includes displaying the added one of the cards face-up to the player if the player purchases one of the second plurality of cards to add to the hand.

5 23. The method of Claim 18, wherein step (b) includes dealing all of the first plurality of cards in the hand face-up to the player.

24. The method of Claim 23, wherein step (c) includes displaying the added one of the cards face-up to the player if the player purchases one of the
10 second plurality of cards to add to the hand.

25. The method of Claim 18, wherein step (c) includes enabling the player to select which of the second plurality of cards to add to the hand if the player purchases one of the second plurality of cards to add to the hand.
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26. The method of Claim 18, wherein the first plurality of cards and the second plurality of cards each include a same number of the cards.

27. The method of Claim 18, wherein the additional wager for each
20 sequential purchase of one of the cards in the second plurality of cards is greater than the additional wager for the previous purchase of one of the cards in the second plurality of cards.

28. The method of Claim 18, wherein the additional wager for each
25 sequential purchase of one of the cards in the second plurality of cards is equal to a total amount wagered in the poker game prior to said purchase.

29. The method of Claim 18, wherein the additional wager for each
30 sequential purchase of one of the cards in the second plurality of cards is equal to 2^n times the initial wager, wherein $n = 0$ for a first one of the purchased cards and increases by one for each additional purchased card.

30. The method of Claim 18, wherein the deck of cards includes a standard deck of 52 cards and the winning combination of cards include at least one of the results selected from the group consisting of: a pair of aces, two pairs, three-of-a-kind, a straight, a flush, a full house, four-of-a-kind, a straight flush and a royal flush.

31. The method of Claim 18, which is operated via a data network.

32. The method of Claim 31, wherein the data network is an internet.

33. The method of Claim 18, wherein the cards are virtual and are displayed by a display device of a gaming machine.

34. A memory device which stores computer instructions for implementing steps (a) to (d) of the method of Claim 18.

35. A method of operating a poker game, said method comprising:

(a) receiving an initial wager from a player;

(b) dealing a hand face-up to a player including a first plurality of cards from a standard deck of 52 cards;

5 (c) dealing a second plurality of cards face-down to the player from the deck of cards;

(d) enabling the player to end the poker game or purchase one of the second plurality of cards to add to the hand for an additional wager, and if the player purchases one of the second plurality of cards to add to the hand, displaying to the player and adding one of the cards from the second plurality of cards to the hand, wherein the additional wager for each sequential purchase of one of the cards in the second plurality of cards is greater than the additional wager for the previous purchase of one of the cards in the second plurality of cards; and

15 (f) repeating step (d) until the player ends the poker game or until there are no remaining cards in the second plurality of cards for the player to purchase, and upon either event evaluating the cards in the hand including all of the purchased second plurality of cards and providing an award to the player if the hand includes a winning combination of symbols.

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36. The method of Claim 35, wherein the first plurality of cards and the second plurality of cards each include a same number of the cards.

25 37. The method of Claim 35, wherein the additional wager for each sequential purchase of one of the cards in the second plurality of cards is equal to a total amount wagered in the poker game prior to said purchase.

38. The method of Claim 35, wherein the additional wager for each sequential purchase of one of the cards in the second plurality of cards is equal to 2^n times the initial wager, wherein $n = 0$ for a first one of the purchased cards and increases by one for each additional purchased card.

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39. The method of Claim 35, which is operated via a data network.

40. The method of Claim 39, wherein the data network is an internet.

41. The method of Claim 35, wherein the cards are virtual and are displayed by a display device of a gaming machine.

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42. A memory device which stores computer instructions for implementing steps (a) to (e) of the method of Claim 35.

43. A method of operating a poker game comprising:

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(a) dealing randomly a hand of cards including a plurality of cards from a standard deck of 52 cards face-up to a player;

(b) enabling the player to sequentially purchase a plurality of additional cards one at a time to add to the hand, wherein the purchase of each additional card increases sequentially in cost; and

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(c) evaluating the hand including any purchased additional cards for winning combinations if the player does not want to purchase any of the or more of the plurality of additional cards or if no more additional cards remain to purchase, and providing an award to the player for the highest value winning combination in said hand of cards.

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43. The method of Claim 43, wherein the cost wager for each sequential purchase of the additional card is equal to a total amount wagered in the poker game prior to said purchase.

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44. The method of Claim 43, wherein the cost for each sequential purchase of the additional card is equal to 2^n times an initial wager, wherein $n = 0$ for a first one of the additional cards and increases by one for each additional card.

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45. The method of Claim 43, which is operated via a data network.

46. The method of Claim 45, wherein the data network is an internet.

47. The method of Claim 43, wherein the cards are virtual and are displayed by a display device of a gaming machine.

48. A memory device which stores computer instructions for
5 implementing steps (a) to (c) of the method of Claim 43.